AnimeCon '91

PROGRAM BOOK



Promenade

GAINAX

In association with **Studio Proteus, Cal-Animage,** and the **Founders of BayCon** present:

AnimeCon '91

The Anime & Manga Convention

August 30th to September 2nd, 1991
The Red Lion Hotel, San Jose, California



Dedication

Osamu Tezuka

1928 – 1989

It is entirely fitting that the first AnimeCon be dedicated to Osamu Tezuka—without him, it might never have happened.

Many people simply know Tezuka as the creator of the old Astroboy shows on NBC in the early sixties, but he was far more than that. He was the "god of manga", largely responsible for the postwar explosion of both the comic book and animation industries in Japan. He pioneered the long, cinematic "story-comic" format, which fired the imaginations of millions of young artists and ignited a revolution in Japanese manga. He created Japan's first black-and-white animated series for television (*Tetsuwan Atom* or "Mighty Atom" a.k.a. "Astroboy"), as well as the first color series (*Janguru Taitei,* or "Jungle Emperor" a.k.a. "Kimba, The White Lion"). With his many works of animation, he not only laid the foundation for the huge animation industry that exists in Japan today; by exporting the first animated series to the United States he also paved the way for other Japanese animation to reach an international audience.

Tezuka was one of the first artist to believe in the potential of Japanese manga and animation abroad, and one of the first to develop a relationship with fans in this country. In 1980, he attended the San Diego Comic Convention, where he won the Inkpot Award, and he met several times with members of the Japan-oriented Cartoon/Fantasy Organization in Los Angeles. He knew comics and animation were a way to increase international understanding, and he was thrilled whenever he met people in the States who appreciated Japanese work.

Tezuka died prematurely in 1989. If he were still alive, he would have been one of the first people to sign up for AnimeCon'91.

Frederik L. Schodt
August 18, 1991

AnimeCon '91

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Program Book Mascot: Pipkin

A Few Words (In English) From our Translator Coordinator, Andrew Kim

Welcome to AnimeCon '91. This is the first international convention where both anime and manga are the featured attractions. This con is particularly special, because the Guests of Honor are all from Japan, and they have graciously agreed to come to AnimeCon '91 to meet and talk with all of the fans of their work.

You can talk to the GoHs via translators, but please, for the sake of the translators, make your questions simple in order to make their job as easy as possible. They have all been carefully screened and interviewed before being assigned as translators at AnimeCon '91, but even so, there are a lot of cultural differences between America and Japan, so many things might not mean the same thing in both cultures.

However, something that's the same everywhere is good manners. You might want to practice a bit of simple Japanese with our Guests of Honor, just for fun. For instance, here is the phonetic pronunciation for a phrase we hope you will use freely with our GoHs:

DOH-mo ah-ri-GAH-to go-ZAI MA-shi-ta.
("Thank you very much.")

If you are successful with that one, you may also try this phrase as well:

Wa-TAH-shi AH-na-ta no sa-ku-HIN no dai fan DE-su.
("I am a big fan of your work.")

Another phrase that will be useful as well as polite:

AnimeCon eh YO-ko-so. Ta-no-SHIN-de ku-da-SAI.
("Welcome to AnimeCon. I hope you will enjoy it.")

If in fact you have managed to enunciate so well that a Guest of Honor thinks you speak Japanese, and begins to speak back at you with no translator in sight, you can get out of your predicament by saying:

Ni-hon-GO su-KO-shi DA-ke de-ki-MA-su.
("I can speak only a little Japanese!")

When you are talking with the GoHs, don't dominate the conversation at the expense of the other fans in line. (e.g., don't hover at the autograph table after you get a signature). Other fans will be waiting, and the translators assigned to the GoHs have the authority to bring conversation to a quick close if they deem it necessary. Please ask permission of anybody you want to take a picture of, and if the answer is no, that's that.

We are all attending AnimeCon '91 in order to have fun, so if we all let our common sense be our guide, there should be no problems between fans, Guests of Honor, and the staff of AnimeCon. Enjoy the convention.

I N T R O D U C T I O N

Yōkoso AnimeCon e!

Welcome to AnimeCon '91. This is your convention.

For those of you who have never attended a multi-day convention, please be assured that there's nothing quite like them anywhere else in the world. It's a nice feeling to know that you are standing in a hotel full of people that you have something in common with. If this is your first convention, thank you for being here. We think you'll be in for a treat.

Fantasy and science fiction fandom has been around since the late 1800's, and conventions have been held all around the world since 1937. Fandom's history and traditions are rich and varied. It began with literature and pulp fictions, continued with the advent of film and radio, and by the 1960's had given birth to comics and media fandom.

Big changes came with the Star Trek, Star Wars and other film- and video-related fandoms of the seventies. Comic shops and specialty bookstores sprung up everywhere, and conventions grew in scope and size to satsify the needs of fans everywhere to share their "sense of wonder" with one another.

Now, another fannish tradition is in the works. AnimeCon '91 is the first of its kind, being the first international convention for fans of Japanese animation and comics.

Up until now, anime fans had been running video programs of one size or another since the sixties, when anime fan clubs first began to appear. Some of them held one or two day mini-conventions, or ran the anime video programs that have become the regularly featured events of many comics and science fiction conventions. Still, many fans here dreamed of a full-scale convention, three or four days long, with guests from the Japanese anime and manga industries. For many years, a dream is what it remained.

In 1989, things changed. Toshio Okada, then president of the Gainax animation studio, became interested in the idea of an anime convention. Ironically enough, even though Japan has seen its share of comic and science-fiction conventions, there had never been an anime-only convention in Japan. Mr. Okada had chaired both Daicon III and IV, two of the largest fantasy and science fiction conventions held in Japan. He was also the man behind the production of the now-famous "opening anime" for both conventions.

When the idea of having an international anime and manga convention spread through the fannish community, the response was overwhelming. Gainax, along with Studio Proteus pooled their resources to get things started. Okada used his personal contacts to arrange for the guests from Japan. Gainax and Studio Proteus helped aquire films, video and art that would otherwise be difficult to obtain. Gainax was also willing to help with the much-needed financial support. The rest of the work would be done by the fans.



John McLaughlin, the founder of BayCon, was contacted by Toren Smith, and was asked to draw up a tentative outline for a proposal to give to Gainax, regarding what would eventually become AnimeCon '91. In turn, John contacted U.C. Berkeley's Cal-Animage group, and along with the leadership talents of Mike Tatsugawa, managed to draft nearly the entire membership of the club to work as convention staff. Current and former BayCon staff members, and veterans of the comic conventions and enormous Star Trek conventions of the seventies fill the ranks of the AnimeCon staff, with over twenty years of diverse convention-running experience. Because so many pros are fans themselves, the convention's committee also benefits from the expertise of our guests, who have graciously volunteered their time and energy to assist with the work.

And here we all are. The common goal of every member of AnimeCon's staff is to hold the best anime and manga convention that fandom has ever seen. None of us are working on this convention in order to make money. We are all volunteers. That's what a convention run by fans, for fans, is all about.

We hope AnimeCon '91 will be the basis for a lot of great memories for everyone who attends, and we will all do our best for you to insure that you enjoy yourselves.

The Red Lion

The staff of AnimeCon is grateful to the Red Lion Hotel for providing their facilities and equipment for our use and pleasure. We would like to remind you that we have to give this wonderful place back to the mundanes as soon as we are finished playing with it, so we thank you in advance for making sure that the Red Lion Hotel will be in excellent shape when AnimeCon '91 is over. After you finish reading this, (provided of course that you've actually cracked this thing open during the convention, and not three days later as you unpack) go out and have a look around. Go on, go do it now. I'll wait.

... Pretty nice place, huh? Now, get this. Would you believe the staff here actually likes fans? No, really, they do. As long as we don't froth at the mouth, kidnap the housekeepers or swing from the chandeliers, the staff of the Red Lion Hotel is willing to accomodate our needs.

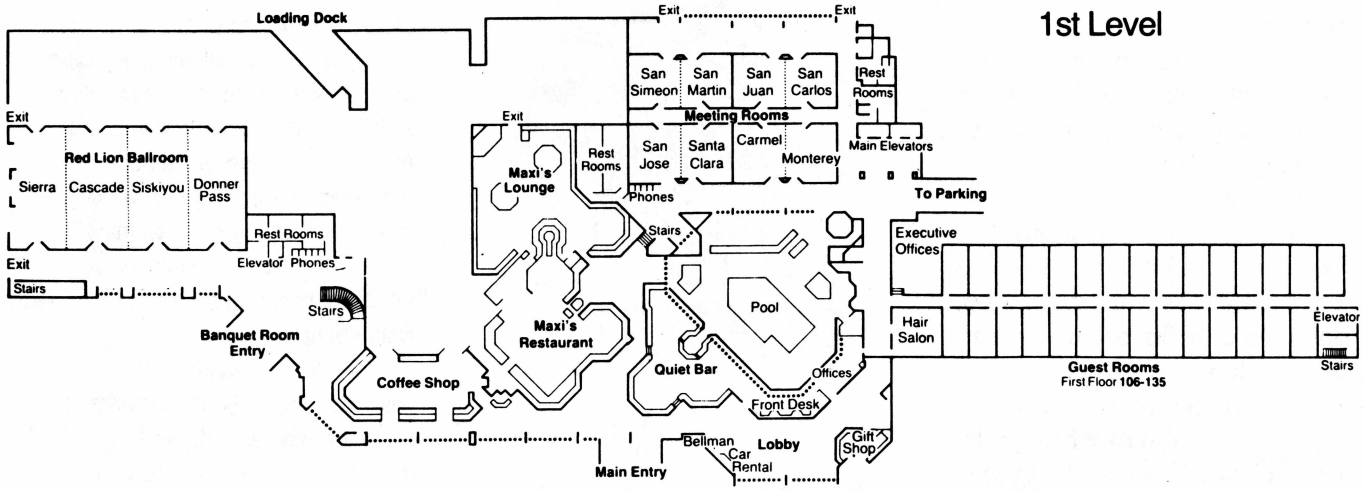
One of the nicer features of these facilities is that you can get from place to place in practically no time, if you know the shortcuts. The main elevators that are the most frequently travelled, are the ones located in the lobby next to all of the secondary function rooms on the ground floor. Do you just need to get to the second floor? An elevator isn't really necessary, provided you can walk. Merely go outside to the pool deck, and before you get to the Jacuzzi, there is a stairway which leads up to the second level of the Hotel. Sometimes the stairs are slick, so caution is advised, but most of the time, this makes for a quick and easy way to get to the second floor - which, by a stunning co-incidence, is the party floor for AnimeCon '91. Now, if instead of entering the second floor, you hang a hard left, and continue walking, you'll eventually meander up across the second-floor deck, up onto the roof of the hotel, and come to another set of doors which leads to the upper ballroom where Registration is located. This short-cut will come in handy if you want to bypass all of the downstairs foot traffic.

By now, you know that Registration is upstairs. Did you climb the stairs, or did you take the elevator? That's right - there's a teeny weenie, two-floors-only elevator available there right near the staircase. Neat, huh? See what you learn by reading your program book right away?

If you are in residence here at the Red Lion Hotel for the duration of AnimeCon, a few tips are essential to maximize the enjoyment of your stay:

1. Don't even think of sleeping anywhere on these premises other than your hotel room. Hotel Security will shake a gnarled finger at you and warn you strongly that you'd better not try such nonsense again. If you are really strapped, and cannot afford a place all by your lonesome, check the information kiosks for crash space.

2. Don't eat at regular mealtimes if



you eat here. The Coffee Garden is always stuffed full of people during normal mealtimes. If you want the place more to yourself, schedule your fuel intake for odd hours, like three in the afternoon, or eleven at night, and so forth.

3. Remember to tip the housekeepers. The Red Lion Hotel staff is not stupid. They know darn tootin' well how many people you've got crammed into your room—you're not fooling anybody—but housekeepers will often turn the other cheek when their palms are crossed with silver.

4. Maxi's Dining Room and Maxi's Lounge both have dress codes which have not taken into account the wide variety of costuming that will be present at AnimeCon '91. Before there are any unpleasant surprises, please be sure and check with the Maitre d'Hotel to make sure you are appropriately dressed. Shirts and shoes are required at all eating establishments, according to health regulations.

5. Speaking of eating... DO NOT, under any circumstances, cook anything in your room. Even the alarms in the designated smoking rooms will sound if they smell popcorn, coffee makers, hamsters, and so forth.

6. Standing in your pajamas at the front desk and begging for another room key is extremely embarrassing, and entirely avoidable. The doors of the hotel rooms are heavy, and they swing shut FAST, so always have your key in hand whenever you step into the hall.

7. If there are any airline personnel waiting behind you in a line, allow them to go first, no matter what. They work hard, and frankly, wouldn't you prefer a rested, fed pilot for your flight home? Thought so.

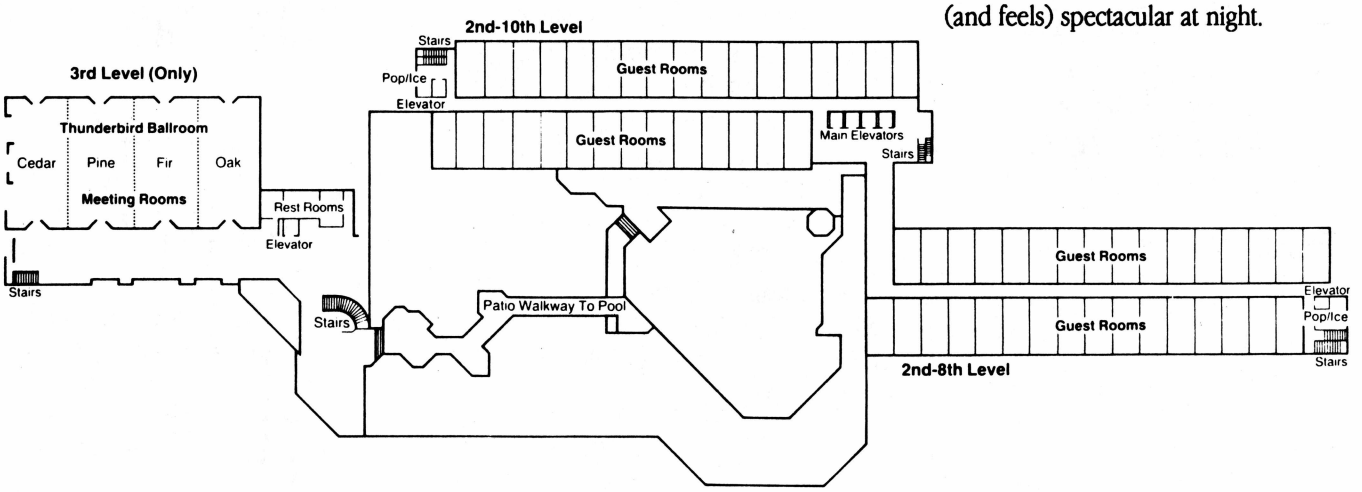
Good manners are always encouraged, and are one of the few things left in this lifetime that still happen to be free. So use them often. The staff of the Red Lion Hotel is here for you, so make sure you're nice to them.

Pool & Jacuzzi

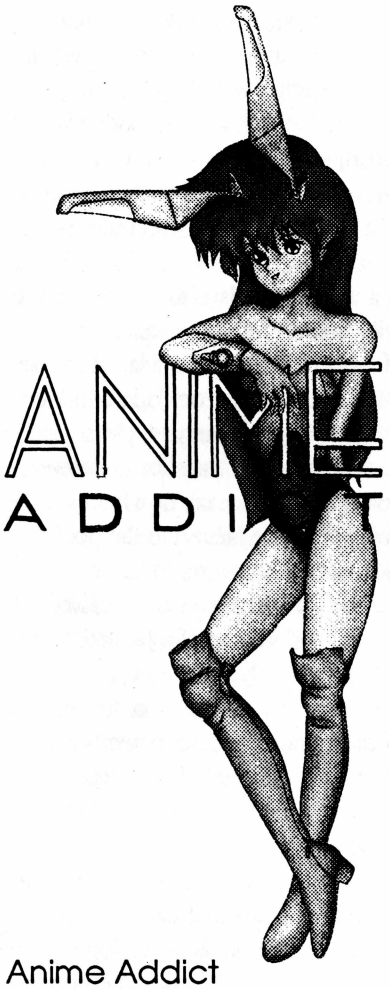
Ever notice how all of the cute anime heroines are always showering, and washing carefully before they climb into the bathtub with anybody else? In Japan, it is not only socially acceptable, but mandatory, to wash before you sit in a big tub of water with other people.

The Jacuzzi at the Red Lion Hotel is a wonderful place to go and relax with friends, but there are an awful lot of us here, and in particular, there are a lot of guests here from Japan. In the interest of good manners, please remember to use the shower before you enter the Jacuzzi, or when you are going from the Jacuzzi to the pool, or vice versa. Otherwise, in a day or so, the suds will turn an ugly shade of brown, and instead of a Jaccuzi, there will only be a big steaming, scummy pot full of People Stew. So, for the sake of saving face, please remember to observe "Japanese Rules" whenever you climb into the water that will be used by so many.

The Red Lion Hotel has offered to extend the hours that the pool and Jaccuzi will be available, so long as we don't make a lot of noise. The pool is lighted as well as heated, and looks (and feels) spectacular at night.



CUSTOM T-SHIRTS
ARTWORK
DESIGN



Anime Addict
t-shirts will be available
for purchase at the con.

Commisions Accepted

Paul Wilson
323 Center Avenue
Newtown, PA 18940
(215) 968-9493

E-Mail at:
PRW102 @ PSUVM.PSU.EDU

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Elevator Etiquette

The elevators at the Red Lion Hotel are durable, even during use at a convention, but they are not indestructable. Please remember that an elevator is used for transportation, and is not an entertainment device. Please follow some simple guidelines to make everybody's use of the elevators a much more pleasant experience.

1. People who need elevators get them first. The elderly, the wheelchair-bound, the stroller-pushers, etc. — all have priority over those of us who have greater freedom of movement.

2. Costumers, if you are wearing dangling doodads, trailing fabrics, elaborate headgear, and so forth — remember, you are entering an elevator at your own risk. If you don't want anything to get squashed or torn, wait for one that is less crowded.

3. That goes for the rest of you out there, too. Overstuffed elevators develop very bad tempers, and have been known to send people into the same plane of existence as those socks that keep disappearing from your laundry. If it looks crowded — wait. Or take the stairs.

4. There is a special place in Hell reserved for those yamheads who think it's fun to push all of the elevator buttons at once. Every button in the elevator has a corresponding floor, so you really shouldn't have to see for yourself. If all of the numbers are pressed in a certain sequence, the elevator will let you out on the subterranean level where the sewer alligators live. Then the doors will open, and... and... it's an ugly, bitter thing. So don't do it.

5. Don't smoke in an elevator, not even an empty one. Your cigarettes are your business and should stay that way. Non-smokers are heartily encouraged to step on the toes of any offending party if they light up while in transit, or step into an elevator with a lighted cigarette. (Alternative method: Look straight at the smoker and yell "Geez! Who farted?! Was it YOU?!!")

6. If you are only going from the first floor to the second floor, use the stairs out on the pool deck, if at all possible.

and lastly, remember...

7. A crowded elevator smells different to a midget.



Do's and Don'ts

Whenever you are dealing with a professional artist from any country, courtesy and thoughtfulness on your behalf is always encouraged. Many of our Guests of Honor do not speak fluent English, and most conversations you will be having with them will be via a translator. Please make absolutely certain that what you have to say is relevant, of a positive nature, and carefully thought out. If you happen to see one of our GoH's sitting in the quiet bar with friends, the "Draw-me-your-most-famous-character-on-the-back-of-this-cocktail-napkin-and-make-it-snappy" approach is NOT acceptable.

If you are going to attempt to communicate directly with a Guest of Honor, it is heartily recommended that you either A) speak fluent Japanese, or B) make certain that there is somebody nearby who will translate what you say. There are few things as embarrassing as a *gaijin* attempting to say "Please, may I have your autograph?" in Japanese, and instead accidentally saying "I would be a happy squirming buffalo to clobber your horse with my bicycle". In other words, know what you are saying when you say it. (See the article from our Translator Coordinator on page four of the program book.)

In Japan, the GoHs at conventions are not always in frequent contact with the fans, and autograph session hours are strictly adhered to, as they will be here. If you see a Guest of Honor en route to a panel or press appearance, do not stop him in the hall to tell him about Your Really Neat Idea For A Character or ask for autographs. GoHs are not to be treated like bugs pinned to exhibit boards, but are to be respected. Because of the short time they will be available to the general public, a Guest of Honor's spare time is exceedingly precious, and not to be tampered with. Autographs should be requested of the GoH only during posted Autograph Session hours, or whenever the Guest of Honor is at his table.

Fortunately there are no fannish traditions here in the United States that might accidentally offend the Guests of Honor. The basic guideline to follow is that good manners, a thoughtful approach to all questions asked, and a general positive demeanor expressed by the fans to the GoHs will make their visit here very pleasant, and will contribute to the overall success of the con. Remember folks, they are called Guests of Honor for a reason — so please treat them with honor.



Weapons Policy

The Short Form

1. If you kill it, then you eat it—wherever it falls.

2. If your prop/weapon looks real, take it to ConOps, and have it inspected and cleared by a member of convention security.

3. If you can't conduct yourself in accordance with local laws, and with common sense with regards to use of your prop—go home. It'll save us a lot of trouble.

Info Booth

The Information Booth is located directly downstairs from Registration, and in fact, you probably saw it on your way to purchase your badge. This is where you should head if you need specific information about anything not covered in the Program Book. Banquet invitations can be purchased here, on a first-come, first-served basis, and if you need to find a particular staff member for one reason or another, the Info Booth will probably be the best bet.

Information about various parties will also be posted on the information kiosks throughout the hotel. If you are planning to post flyers of your own, please do not post them on anything other than an information kiosk. The hotel staff will not hesitate to remove any flyers posted on their nice pinhole-free, adhesive-residue-free surfaces. The flyer table, located near Information, is another place where you can place or pick up flyers.

Daily Newsletter

AnimeConnections will be the daily newsletter of AnimeCon '91, and will be the most up-to-date source of information about program changes, awards, and special events going on at the convention. The evening editions are scheduled to contain notices from open parties who have given announcements to the newsletter, while the early editions are scheduled to have reviews of the previous day's events, as well as a preview of what's ahead.

If you have something you think should get printed up in the newsletter, write it up legibly and drop it in one of the newsletter drop boxes, located throughout the convention.

Good Eats

There are two restaurants located in the Red Lion Hotel. The Coffee Garden is centrally located, has fairly inexpensive food, and is usually a good place to go if you want somebody to find you. The other restaurant, Maxi's, offers continental cuisine, fine service, an elegant atmosphere, a dress code, and is priced accordingly. (Special note: On Sunday's Maxi's presents a Breakfast Buffet, and while the food is unequalled, the hallway leading to the San Jose/Santa Clara function rooms will be closed during the morning hours.)

If you want to stay in your room, the Red Lion Hotel's room service is available from 6 am to 11 pm. Every floor has at least one soda machine and a self-service ice-machine.

If you feel like eating off-site, there are many restaurants to choose from, including these local favorites.

Fancy Stuff:
House of Genji—1335 N. 1st, 286-4120. Reservations for large parties, wonderful Teppan food.

Regular Stuff:
McDonald's—2040 N. 1st. McAffordable McMunchies.
Denny's—2077 N.1st, 24 hrs. The Slams can't be beat.
Peppermill—2909 Lakeside Dr., Santa Clara (Take 101 North to Bowers) 988-3282, a leetle teeny bit more expensive, but nice atmosphere.
Bob's Big Boy—1753 N. 1st St., San Jose The little kid with the Ronald Reagan hairdo is just down the street.

We can't remind you often enough —please don't prepare food in your own rooms. There's plenty of food here in the con suite, honest.

Around Town

For those fans of anime who are visiting San Jose for the first time, welcome. We hope you'll have a great stay here during AnimeCon '91. If you are making AnimeCon part of an extended stay here in the world-famous Silicon Valley, then here are several other highlights of the area that you might be interested in.

Winchester Mystery House
525 S. Winchester Boulevard,
San Jose 95113
(408) 247-2000
A beautiful but bizarre 160-room Victorian mansion which was ordered to be built by rifle heiress Sarah Winchester. Features include stairways which end at the ceiling, Tiffany windows, 47 fireplaces. Not for the gun-shy. Call for more information and tour schedules.

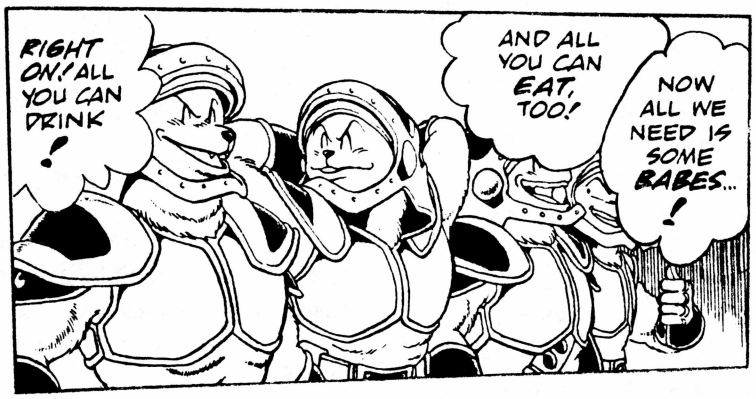
Great America Theme Park
PO Box 1776, Santa Clara 95052
(408) 988-1776
This family amusement park is the largest of its kind in northern California. Rides include the Vortex (the only *stand-up* rollercoaster west of the Mississippi). Observation tower, restaurants, snack bars, the works. Bring sunblock and Dramamine.

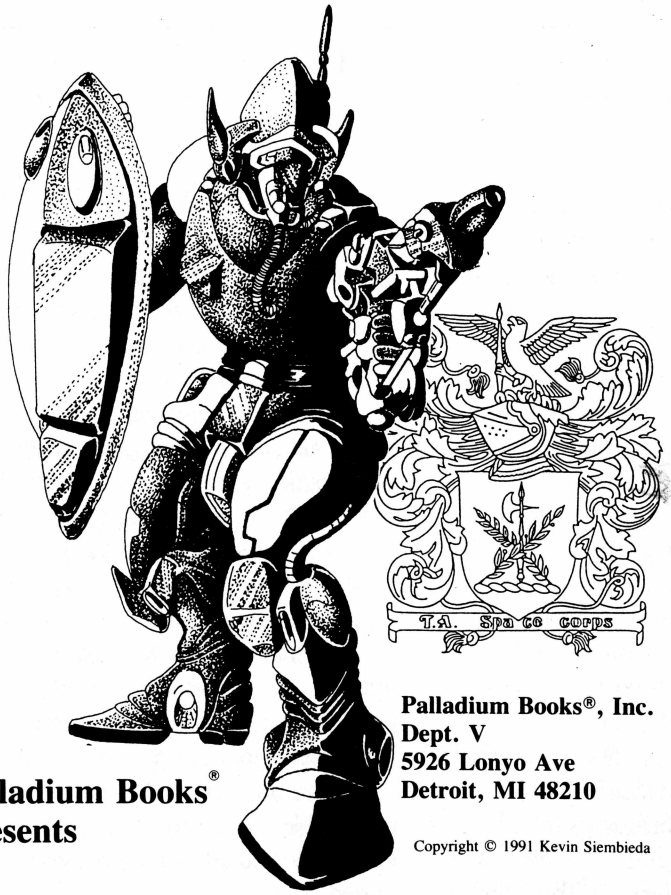
Rosicrucian Egyptian Museum
Park and Naglee Avenues,
San Jose 95191
(408) 287-2807
Unique collection of Egyptian artifacts, mummies and an underground tomb. Garden features an obelisk, sphinx, reflecting pools, and there's even a planetarium. Next best thing to a condo made of stone-ah.

Yaohan Supermarket
Saratoga and Moorpark, San Jose
(Near BASFA Round Table)
This complete Japanese supermarket also has a small bookstore, and is fun to browse through.

If you don't have time to have a look at these areas of interest, the "Quick and Inexpensive" tour of San Jose can be acheived by climbing aboard the Santa Clara County Transit Light Rail (LRT) and riding it to the end of the line and back. Along the LRT, there are a number of restaurants, shops, and banks, all for your convenience.

If you decide to go see the area, have fun, and remember, we'll be here until late Monday afternoon. Don't lose your badge!





Palladium Books®, Inc.
Dept. V
5926 Lonyo Ave
Detroit, MI 48210

Palladium Books®
Presents

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ROBOTECH™: Southern Cross on videocassette

For the first time ever, **Palladium Books®** will release the 24 episodes of **ROBOTECH™: Southern Cross** starting **October 1991!**

That's right, this fall the **Southern Cross** portion of the **Robotech** trilogy will become available on videocassette. Just like the **ROBOTECH™: New Generation series**, each videocassette will contain **three (3)** complete, unedited, episodes. Each box will contain new artwork and each tape will be of the identical, high quality as the **New Generation** videocassettes.

Southern Cross takes place 20 years after **Macross**. The REF has left Earth defenses in the hands of the *Armies of the Southern Cross*. A military force that has had little combat experience, but is smart, energetic and possesses a variety of new mecha. Earth is in seemingly capable hands. Then disaster strikes.

The Robotech Masters invade Earth! The Armies of the Southern Cross rise to valiantly meet the challenge of this new alien attacker, but are not prepared for the superior firepower and advanced robotechnology at the fingertips of the maleficent Robotech Masters.

The most notable characters include **Dana Sterling** (Max & Miriya Sterling's daughter), **Bowie Grant** (the younger brother of Claudia Grant of SDF-1 fame), the cyber-punk **Louie Nichols**, the tough **Nova Satori**, the fatherly **General Rolf Emerson**, the bellicose **Supreme Commander Leonard,** and the enigmatic **Zor Prime** (a clone of the original Zor!).

Mecha includes the **Veritech Hover Tank, Veritech Copter, Veritech Logan,** as well as other war vehicles, jets, spaceships and battloids! Lots of great fight sequences in space and on the ground! **The Robotech Masters' troops** include the cold and evil Masters, themselves, the strange mistress of the Cosmic Harp and a legion of new mecha called **Bioroids.** Plus the **Robotech Masters' giant Mothership, Robotech Assault Carrier, Bioroid Hover Sled,** and **Bioroid Terminator!**

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Available in Stores Everywhere or ... Directly from Palladium Books®!

Both **ROBOTECH™: The New Generation** and **ROBOTECH™: Southern Cross** will be available from Palladium Books®, Inc. throughout all of 1992! Don't let anybody tell you that they aren't available, because we will keep them in stock. If you can't find the tapes in your favorite store (available at comic book and hobby shops throughout the US & Canada), you can order them directly from Palladium Books! For $24.95 plus $5.00 for postage & handling; about $30.00, the same as in the stores. Please allow four to five weeks for delivery (there's no wait if you get your favorite store to carry them).

ROBOTECH™: Southern Cross Videocassette Schedule of release

Volume One: Contains episodes **37: Dana's Story, 38: False Start,** and **39: Southern Cross.** Our story opens with the graduation of several new cadets in the Army of the Southern Cross, including Dana Sterling and Bowie Grant. Dana reminisces about how her parents first met and the Macross saga is loosely recapped. But story telling is interrupted by the invasion of the Robotech Masters and ensuing battle with the new alien attackers. Hover tanks and bioroids in action! **Available late October 1991!!**

Volume Two: Contains episodes **40: Volunteers, 41: Half Moon,** and **42: Danger Zone.** More combat and adventure in space and on Earth as the ensuing war begins to heat up. The Masters want something but nobody can figure out what it is. The mystery continues, but spirits are high, the Southern Cross appears to be on a roll. **Available December 1st, 1991.**

Volume Three: Contains episodes **43: Prelude to Battle, 44: The Trap, 45: Metal Fire.** Dana leads her squad into the alien mothership where they experience a number of strange things, encounter Musica, mistress of the Cosmic Harp, and barely escape a trap. civilians are taken hostage and turned into the zombie-like pilots of bioroids. Zor is captured and the mystery and madness thickens. **Available Mid-January, 1992.**

Volume Four: Episodes **46: Star Dust, 47: Outsiders, 48: Deja vu.** Dana continues to exhibit a bit of empathy and psychic hunches and can not shake certain feelings about the captive bioroid pilot (Zor). **Available late February, 1992.**

Volume Five: Presents episodes **49: A New Recruit. 50: Triumvirate, 51: Clone Chamber.** It is decided to induct Zor into the Army of the Southern Cross. A full scale assault is launched against the Masters. Zor, Dana and Bowie get closer to the secret of the Robotech Masters and protoculture. Plus epic space battles! **Available late March, 1992.**

Volume Six: Contains episodes **52: Love Song, 53: The Hunters, 54: Mind Game.** Louie Nichols creates the Pupil Pistol, Dana is involved in more intrigue, while the savage space battle continues, with exciting fight sequences involving the Veritech Copter. **Available late April, 1992.**

Volume Seven: Presents episodes **55: Dana in Wonderland, 56: Crisis Point, and 57: Day Dreamer.** The continues to escalate, with terrible consequences. Zor seems to be going mad, Dana is becoming more rebellious, Bowie finds love and the mystery continues. **Available late May, 1992.**

Volume Eight: The Conclusion of the Southern Cross series! This is it, the final showdown with the Robotech Masters, the decimation of Earth, death and sacrifice, hard decisions and a terrible glimpse of the thing to come. Includes episodes **58: Final Nightmare, 59; The Invid Connection, and 60: Catastrophe.** Available June or July 1992!

Approximate running time: 66 minutes for each volume.
VHS! Sorry no Beta. Sorry no laser video-discs.
Unrated — Color — Unedited (as seen on TV)
Suggested Retail Price: $29.95
Mail Order directly from Palladium Books: $24.95 plus $5.00 for postage and handling, per each episode.

Battle at Reflex Point!

ROBOTECH™: The New Generation Videocassette, Volume 8!

New Generation, Volume Eight contains the final four episodes of **Robotech** the television series. The REF fleet returns to battle the Invid, Scott Bernard fights Corg in a battle to the death, and the climactic battle of Reflex Point! Seldom seen on TV! Never before on videocassette. **New Generation/ Invid Invasion, Volume Eight is a must for all Robotech fans.** Volume eight costs $39.95, contains four (4) episodes and is unedited.

ROBOTECH™: The New Generation videocassette series has been a big hit and all volumes, 1-8, will remain available from **Palladium Books** throughout 1992.

Con Suite

Welcome! This is for you, you who are about to enter or attempt to find Hospitality. The standard definition refers to a room, (not a meeting room) wherein ALL convention attendees (in good standing) may come to enjoy; light refreshments, a smoking & non-smoking lounge area, a Party (at night), a place to meet and talk with other attendees, and the ability to get information or help from the Con Staff (or at least be referred to those who CAN help), whatever the situation requires.

Please remember, the foremost purposes are to provide: 1. A place to sit, relax and converse, party; 2. A place to be made welcome in; 3. A place of refreshment. In other words, a place of Hospitality.

It is our time and space to party and mix with the fans (that's you). It is your time and space to enjoy. However, please remember, within the boundaries of the suites, the Host and Hostess rule. They have responsibility with making sure the powers that be (The HOTEL and The STATE) do not shut us down. This means complying with those nasty little things known as Rules and Laws.

We will be asking you to help us maintain a high level of decorum, cleanliness, and awareness. There will be no alcohol served in the suite. If you bring your own, fine. You can not share it with anybody under the age of twenty-one. The State of California is authorized to close the whole convention for that one. If you see somebody passing the bottle carelessly, have a talk with them, for it will be your fun that will get cancelled if the hammer falls.

The Host and Hostess will provide basic con chow, the drinks & the music. They will provide info and they will dispense judgement when called upon. The suite will be open from approximately 2pm – 2am Friday thru Sunday, and then on Monday from 2pm until the Hospitality Staff gets grunchy. The Host and Hostess may close down the suite at their discretion.

Things to remember:

A sense of humor is required.

There is a difference between eyetracks and paw-prints.

Picking up after yourself is almost as much fun as sex. (trust us.)

Being courteous will often get you what you need and then some.

Toleration of mundanes is encouraged at all times.

All pets must be on leashes (this includes grabby humans).

We hope you enjoy the Con Suite at AnimeCon. Once you've tried us out, let us know how we've done.

Party Lines

(Note: All open parties at AnimeCon '91 are only allowed on the second floor. If you are throwing a party anywhere else, and received either PR, then shame on you for not completely reading your progress report . Any open party on any other floor will be subject to closure if there are any complaints from anybody.)

Generally, there are two types of parties at conventions. There are Open Parties, and there are Closed Parties. Open parties are the ones with the door propped open, lots of happy people crammed into it and/or surrounding the door, and with lots of flyers posted on the information kiosks and boards. These parties will all be on the second floor.

Closed parties are private, and will have a closed or nearly-closed door. These parties are almost always "invitation-only", and you are advised to knock before entering. We recommend that these parties be held on the second floor as well, but it's not as necessary if you promise to behave yourselves and keep things quiet.

Please make certain that your party has enough of those things that make room parties special—like air. Open all of your windows, and turn up the air-conditioning full blast. Too many people in a room makes it hot and stuffy, and is against fire codes.

No running in the hallways, no fires, no Crisco, no nudity (closed parties excepted), no public intoxication —in general, use common sense.

If you are serving alcohol, you are responsible for making certain that everybody who asks for booze, gets carded. A higher percentage of people than usual who are under twenty-one are attending AnimeCon '91. If you are under twenty-one, and you are found to be drinking, you just might be subject to being hung upside down and having vomiting induced before being sent home.

After your party is over, clean up your room. Make sure there is nothing in your room that will fatally affect housekeepers. Tip heavily.

Parties will be asked to close their doors at two-thirty a.m. Anybody who is not a guest at the Red Lion Hotel and is still in the party hallway after 0230 will be subject to dirty looks from security. Either curl up with a friend in the 24-hour video room, or go home.

Something to bear in mind is that it's always nice to attend a party, and it's all the more nicer if you remember what happened. Enjoy your evenings here, and be alert. The world needs more lerts.

Dealers Room

The one thing all fans seem to have in common is the need to surround ourselves with the artifacts of our passion. Finagle's law states: Fandom Collects—and absolute fandom collects absolutely everything.

Whether you collect everything, or just some things, the AnimeCon '91 Dealers' Room is the place for you. The dealers represented (including three from Japan) offer you a broad spectrum of anime and manga collectibles for sale: garage kits, videotapes, posters, books, CDs, magazines, animation cels, buttons, pins, comics, toys, games, laserdiscs, t-shirts, artwork, fanzines, jewelry, and other things you never expected to see.

Pending some last-minute cancellations and substitutions from the waiting list, the AnimeCon '91 Dealers include:

Michael Rupert
Animag
Celtic Age
Protoculture Addicts
Lea Hernandez
John Maples & Mary Kennard
Studio Proteus
Animeigo
Kevin Noonchester
Dennis Owyang
Bruno Ruchalski
7th Street Games
Kevin Bollinger
Mikado
NewType
Mr. Dickens Books & Tapes
Kimono My House
Alex Botello
Gainax, Inc.
General Products
Cal-Animage
AnimeCon
Laserland
San Francisco Science Fiction
Peter Payne
Mike Perez
Bill Kogura
Kaiyodo
Streamline Pictures
Books Nippon
U.S. Manga Corps.

Art Show

The AnimeCon Art Show is in the Cedar Ballroom, and features paintings, production art, cels, and more, in an exhibition by several of the artists and animators from Japan, as well as displays of art from our other guests. Scheduled to appear is artwork from Johji Manabe, Colleen Doran, Yoshikazu Yasuhiko, and Adam Warren. The display will also include other works by professionals, semi-professionals, and fans.



If you wish to bid on a piece of art, you must first fill out an information form which includes an agreement to purchase any piece of artwork for which that member is the highest bidder (excluding of course, those pieces which go to auction). At the end of each day, art-show staff people will be checking each bid-sheet. If anyone bids without filling out an agreement, their bid will be removed from the bid-sheet. You must not bid on anything which you will not be prepared to purchase. This way, the problem of all of that homeless artwork stacked everywhere the day after the convention is eliminated, and no artist gets disappointed.

The Art Show is scheduled to be open from 12 noon until 8 p.m. on Friday, and from 11 a.m. until 7 p.m. on Saturday and Sunday. The Art Show will be closed on Monday, to allow preparation for the Art Auction.

The Art Auction will be held on Monday afternoon from 1 p.m. to 3 p.m. in the San Juan/San Carlos room. As always, there will be no photography permitted in the Art Show or at the Auction, and any reproduction rights will not be included in the sale of artwork.

Methods of payment: traveller's checks, money orders, and cold hard cash. If you absolutely have to pay for your purchase at the art show with a personal check, AnimeCon reserves the right to hold all artwork on behalf of the artists, until the check has cleared. While the AnimeCon Art Show is not taking credit cards this year, there are several banks with lots of Mr. Money Machines (aka ATMs) within walking distance of the Red Lion Hotel, where you can make other arrangements. You now have no excuse not to spend yourself silly!

GoH Banquets

There will be two banquets with the Guests of Honor at AnimeCon '91. The first banquet will be a dinner buffet on Saturday at six in the evening, featuring antipasto, tomato and cucumber dijon, imported cheese board, Crab and Shrimp Louie salad, fresh vegetables, Beef Tenderloin Burgundy, fresh fruit, and Chicken Piccatta, with lemon, capers, butter and white wine, and Fusilli noodles. Dinner with the Guests of Honor will cost $35 per person.

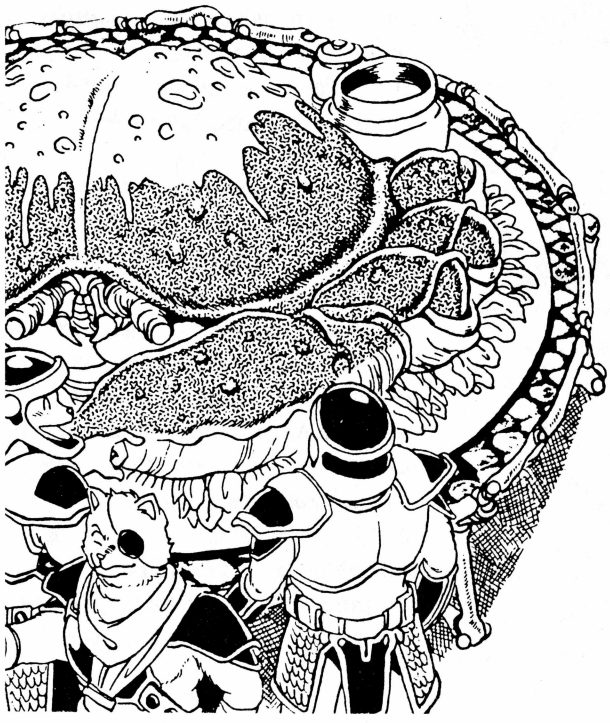
The Sunday Brunch will be at eleven a.m., and it will feature pastries, Scrambled Eggs Oscar, a selection of breakfast cereals, grilled sausage links, croissants, muffins, assorted sliced fruits, orange and grapefruit juices, a made-to-order omlette station with a variety of ingredients, and a Belgian waffle station. Sunday Brunch with the Guests of Honor will cost $25 per person.

Banquet invitations may be purchased at the Information Booth, located downstairs from Registration. Invitations to each banquet will go on sale on Saturday at 12 Noon, and will be available on a first-come, first-served basis. This is a once in a lifetime opportunity to spend some informal time with your favorite Guest of Honor, so please don't miss out.

Each GoH only has a limited number of seats at his table, so have a first and second choice in mind when you make your purchase. All sales of invitations are final, and no switching of tables will be permitted before the banquet, or else the people who have to do the related paperwork will be driven crazy. We'll see you there!

Artists' Ghetto

The Artists Ghetto / Freebie Tables are located just outside of the dealers room downstairs, and are for artists and fans who would like to conduct fannish business on a budget. This year, some of the people who will be spending time at these tables are Philip Temple, Colleen Doran, Jo Duffy, Miron Murcury, and others. We hope you will come see what's for sale over here, because many of these people want to meet you and show you their wares.





BayCon '92

The San Francisco Bay Area Regional Science Fiction And Fantasy Convention

"I'll Be Back"

Returning in 1992 to Celebrate a Decade of F&SF Madness will be:

Jerry Beck	Mike Glyer	Iain McCaig	Spider Robinson
Terry Berry	Mario Hernandez	John McLaughlin	Somtow Sucharitkul
Ben Bova	James P. Hogan	Cynthia McQuillin	Art Widner
David Brin	Frank Kelly Freas	Don Maitz	Gene Wolfe
Lela Dowling	Barry Longyear	Ron Montana	And
Raymond Feist	Richard Lupoff	Frank Robinson	More
John M. Ford	David Mattingly	Jeanne Robinson	To Come!

We've invited all 38 past Guests of Honor back!
Come and join us as we celebrate BayCon's 10th Birthday!

Membership for BayCon '92 will be limited to 3,000.
So join early (and often) to ensure you'll be a part of the festivities.
Memberships: $25 to March 31, 1992, $50 at the door.

BayCon '92 • PO Box 10367 • San Jose, CA 95157

May 22, 23, 24 & 25, 1992, at the Red Lion Hotel in San Jose, California

Live Programming

AnimeCon '91 has scheduled two independent tracks of live programming, featuring our guests and panelists, from late morning to late afternoon on all for days, with at least one special event each evening.

Each Guest of Honor is doing a Question and Answer session, and is also participating in panel discussions with one another and with our other guests.

AnimeCon's Opening Ceremonies are featuring introductions to many of our guests, an overview of the convention's highlights, and a special surprise from Rick Sternbach and friends.

If meeting our guests in a social environment is what you seek, we're holding a "Meet the Guests Reception" on Friday evening. All of our guests are expected to attend, so here's your chance to mingle with the pros. Or, if you like, you can just get together with all your old con buddies and catch up on the gossip.

We hope you'll the live programming at AnimeCon rewarding and fun.

Costume Contest

AnimeCon will not be having an "official" costume conpetition this year. What we *will* have is an informal competition with a period set aside for skits and presentations.

Throughout the convention, hidden judges will be roaming the halls, awarding prizes to exceptional hall costumes.

Con-goers who are interested in giving a skit or a presentation can sign up with Walter Amos, our skit coordinator, at the convention.

Schedule

FRIDAY, AUGUST 30

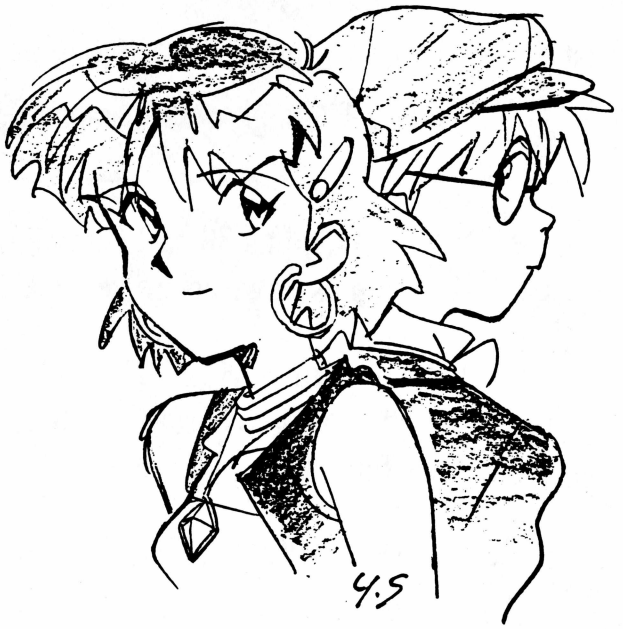
12 Noon -1:00 p.m.
Opening Ceremonies
(Pine/Fir/Oak) AnimeCon'91 begins in style. Come listen to staff and guests alike as they blow into the microphone. Survival tactics, programming highlights and overviews and other surprises, too!

1:00 - 3:00 p.m.
Streamline Pictures
(Pine/Fir/Oak) Carl Macek of Streamline Pictures will be previewing their upcoming releases. Will Carl's lips match his dialogue? Go enjoy this informative presentation.
Autograph Session
(San Carlos foyer) Sadamoto-san and Matsumoto-san. No cutting in line!

3:00 - 5:00 p.m.
Question and Answer with GoHs
(Pine/Fir/Oak) Appearing this afternoon: Hideaki Anno.
(San Juan/San Carlos) Leiji Matsumoto
Autographs
(San Carlos foyer) Manabe-San. Don't forget to say "Thank You."

5:00 - 7:00 p.m.
Question and Answer with GoH
(Pine/Fir/Oak) Now appearing: Yoshiuki Sadamoto.
Anime BBS
(San Juan/San Carlos) Probably today's most user-friendly panel. Lea Hernandez and others will have a conference chat about the world of telecomputing.
Autographs
(San Carlos foyer) Sonoda-san and Mikimoto-san.

7:30 - 9:30 p.m.
Meet The Guests reception
(Pine/Fir/Oak) Here's your chance to meet the GoH's, Guests, and fans — an informal get-together to put faces to names. A surprise or two here, too!



SATURDAY, AUGUST 31

Static Programming:
Manga Workshops
(San Simeon/San Martin) Various artists will be sketching their famous characters, and offering insights about their work. More details will be available in the daily newsletter.

10:00 a.m. - 12 Noon
Cross Cultural Issues in Animation and Comics
("Lost in Translation") (Pine/Fir/Oak) Fred Schodt, Toren Smith, Adam Warren and Geoff Everts in a discussion on whether or not Japanese anime and manga need to be altered for American audiences, and vice versa.
American Animation Magazines
(San Juan/San Carlos) Trish Ledoux and Toshi Yoshida from Animag, and Jeff Thompson and Luke Menichelli from Animenonimous will be talking about their magazines, and what will be coming in future issues.
Autographs
(San Carlos foyer) Featured this morning: Mikimoto-san and Sonoda-san.

12 Noon - 2:00 p.m.
Question and Answer with GoH
(Pine/Fir/Oak) Johji Manabe will be entertaining questions about "Outlanders" and other projects of his.
Focus: Gundam
(San Juan/San Carlos) Jeff Okamoto will be offering an introduction to the incredibly popular "Mobile Suit Gundam" series.
Autographs
(San Carlos foyer) Mikimoto-san (scheduled), along with Matsumoto-san.

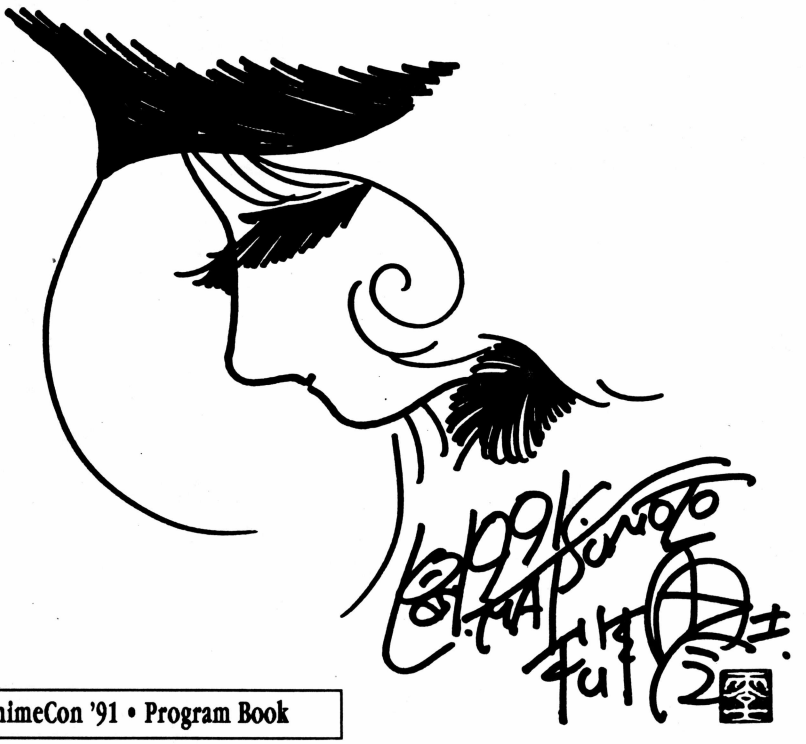
2:00-4:00 p.m.
Question and Answer with GoH
(Pine/Fir/Oak) Scheduled this afternoon: Kenichi Sonoda
Computer Games
(San Juan/San Carlos) Martin G. Cameron and Mike McLaughlin of Lucasfilm Games and Ken Macklin of LucasArts will be talking about their upcoming releases, and offer insights on the massive Japanese gaming industry.
Autographs
(San Carlos foyer)
Anno-san, Sadamoto-san.

4:00 - 6:00 p.m.
Character Design
(Pine/Fir/Oak) Mikimoto-san, Sonoda-san, Sadamoto-san and Matsumoto-san will be discussing their techniques and secrets to developing and fleshing out a new character.
Central Park Media
(San Juan/San Carlos) Come and see what's new with CPM.
Autographs
(San Carlos foyer)
Anno-san, and Manabe-san.

6:00 p.m.- 8:00 p.m.
AnimeCon'91 GoH Banquet
Banquet invitations are available at the Information Booth downstairs. First-come, first serve.

8:00 - 10:00
Costume Skits
(Pine/Fir/Oak) Designed for those costumers who want to make a presentation along with their costume. Fun for all!

10:00 - End
AnimeCon '91 Game Show
(Pine/Fir/Oak) Prizes will be awarded to the fan who knows the most trivia about anime and manga characters. Don't miss it!



SUNDAY, SEPTEMBER 1

Static Programming:
Manga Workshops
(San Simeon/San Martin) Various artists will be sketching their famous characters, and offering insights about their work. More details will be available in the daily newsletter.

11:00 a.m. - 1:00 p.m.
U.S. Renditions
(Pine/Fir/Oak) Robert Napton and David Riddick of US Renditions will be previewing their latest products.

Subtitling Workshop
(San Juan/San Carlos) Robert Woodhead and Michael House from AnimEigo, and Robert Gutierrez of the Ranma Project will be discussing the process of subtitling, from translation to overlay. We guarantee their lips will match the dialogue!
Sunday Brunch with the GoHs
Tickets are avilable at the Information Booth. They are expected to sell out soon, so hurry!

1:00-3:00 p.m.
Movie Making
(Pine/Fir/Oak) Matsumoto-san and Anno-san will tell us just how difficult and rewarding it is to make an animated movie for theatrical release.
Dubbing vs. Subtitling
(San Juan/San Carlos) Carl Macek of Streamline Pictures, Robert Woodhead and Michael House of AnimEigo, Robert Napton and David Riddick of US Renditions and John O'Donnell of Central Park Media will conduct a debate on the relative advantages and disadvantages of these two methods.
Autographs
(San Carlos foyer) Sonoda-san, and Manabe-san will be signing.



3:00 - 5:00 p.m.
Question and Answer with GoH
(Pine/Fir/Oak) Haruhiko Mikimoto will be appearing.
Comics Production
(San Juan/San Carlos) L.Lois Buhalis, Jo Duffy, Lea Hernandez, Tom Orzechowski, and Colleen Doran will discuss the ins and outs of converting Japanese manga into a form acceptable to American audiences. (No WONDER there were so many explosions there in the beginning!)
Autographs
(San Carlos foyer) This afternoon, Sonoda-san will still be here, along with Matsumoto-san.

5:00 - 7:00 p.m.
Manga!
(Pine/Fir/Oak) Johji Manabe and Kenichi Sonoda will be discussing their respective manga works and give us some insights into this huge industry.
Focus: Urusei Yatsura
(San Juan/San Carlos) Jeff Okamoto will offer an introduction to the popular television series, Urusei Yatsura. This presentation will include three subtitled episodes.
Autographs
(San Carlos foyer) Matsumoto-san will still be signing, and will be joined by Mikimoto-san.

8:00 - End
Game Show II
(Pine/Fir/Oak) The fun continues for a second night, as the process of elimination narrows down the field of contestants. Good stuff!

MONDAY, SEPTEMBER 2

Static Programming:
Manga Workshops
(San Simeon/San Martin) Various artists will be sketching their famous characters, and offering insights about their work. More details will be available in the daily newsletter. (It's the third time you've read this, but cut and paste is sooo much fun!)

11:00 a.m. - 1:00 p.m.
Rick Sternbach Slide Show
(Pine/Fir/Oak) An enjoyable presentation from the illustrator and technical consultant of Star Trek: The Next Generation. Trust us.
Animation Club Free Forum
(San Juan/San Carlos) Want to find out what other animation clubs are out there? Looking for new members? Come to the Animation Club Free Forum and see what's what.
Autographs
(San Carlos foyer) Sonoda-san and Manabe-san will be signing this morning.

1:00 - 3:00 p.m.
Question and Answer with GoH
(Pine/Fir/Oak) Leiji Matsumoto will be appearing.
Art Auction
(San Juan/San Carlos) Come and see who ends up with which art. Whether you're buying or just watching, the Art Auction is frequently fun for all.
Autographs
(San Carlos foyer) Sadamoto-san and Manabe-san are signing at this time.

3:00 - 5:00 p.m.
Game Show III
(Pine/Fir/Oak) Here it is — the final day of competition. See whose knowledge of anime trivia pays off!
Autographs
(San Carlos foyer) Sadamoto-san and Mikimoto-san will be here. This is the final autograph session of AnimeCon '91.



4:00 p.m.-End
AnimeCon '91 Gripe Session
(San Juan/San Carlos) John McLaughlin, Mike Tatsugawa, Ken Tsai and other members of the AnimeCon '91 Convention Committee will listen to what you think was right and what was wrong about AnimeCon '91. (Note: All appearances are tentatively scheduled, and subject to whether or not the person in question is still coherent.)

6:00 p.m.
The End
(All rooms) That's it!! AnimeCon '91 is over. If you would like to remain here and help us with equipment breakdowns, sweeping up the ticker-tape, etc. — great. Any help is appreciated. If not, then I guess you're done. We're rolling up our sidewalks, folks. Thank you for coming. We'll see you next time.
The AnimeCon '91 Dead Dog Party
(We're not telling) If you stuck around and helped us, then you'll know where it is. Main objective: Finish the perishables before they finish you.

Video Programming

The AnimeCon Television Network (ACTV) is proud to present three continuous tracks of anime programming. Track one consists of movies and original animation videos (OAVs). Track two will be broadcasting TV and OAV series. Track three will be showing more OAVs, and will also be presenting our Guest of Honor panels, either live or pre-recorded. All three tracks are being broadcast over the Red Lion Hotel's television system.

In addition to our closed-circuit broadcasts, ACTV tracks one and two are being simulcast in two separate 170-seat video theatres, featuring large-screen projection TV and full stereo sound.

We are expecting numerous videos from Gainax, upon the arrival of their staff from Japan, so we have left plenty of room in the scheduling to show the new arrivals.

We hope you'll enjoy watching ACTV.

The contents of the AnimeCon '91 video channels are solely for the viewing pleasure of the convention attendees, and all materials displayed on AnimeCon Television (ACTV) are protected by the applicable copyright laws of the United States, Japan, and all other countries. The contents of the AnimeCon '91 video channels are intended for private use only, and all other rights are expressly reserved by the copyright holders. The staff of AnimeCon '91 does not endorse video piracy, unauthorized duplication/distribution of the contents of ACTV, or any other use of video that is not in accordance with copyright laws.

Video Schedule

Friday, August 30

Track 1: Movies and OAVs

1200	Introduction
1220	Witch's Delivery
1410	Patlabor Movie
1615	Area 88 Act 1
1800	Project A-ko
1900	SDF-1: Macross: Do You Remember Love?
2105	Black Magic M-66 (US Renditions)
2200	Urusei Yatsura: Only You
2335	Vampire Princess Miyo Vol 1-2

Track 2: Television and OAV series

1200	Introduction
1220	Fushiga no Umi Nadia 1-3
1355	Record of Lodoss War 1-2
1500	Bubblegum Crisis 1 (AnimEigo)
1550	Kimagure Orange Road 1-3
1720	Orguss 1-3
1850	Nadia 4-6
1920	Project Zeormyer 1-2
2025	Urusei Yatsura (UY) -3 episodes
2155	Lodoss 3-4
2300	Minna Agechau
2345	TBA (To Be Announced)

Track 3: Rebroadcasts, OAVs & Films

1200	Introduction
1210	Rhea Gall Force
1315	Windaria
1500	Lupin - X3 Albatross & Farewell Lovely Lupin
1600	Yoma 1-2
1730	Gundam 0080 1-3
1900	Rebroadcast block 1
2100	Rebroadcast block 2
2300	Rebroadcast block 3

Saturday, August 31

Track 1

0040	Assemble Insert 1-2
0145	Angel's Egg
0235	Beast City
0410	Legend of Lemnear
0500	Grey
0625	City Hunter Movie
0810	Five Star Stories
0920	Appleseed (US Renditions)
1035	Gall Force: Eternal Story
1210	My Youth In Arcadia
1425	My Neighbor Totoro
1600	Hurricane Akane & New KOR video
1700	Wings of Oneamise
1905	Akira
2115	Sol Bianca
2210	Megazone 23
2340	Vampire Princess Miyu vol 3

Track 2

0030	Dominion 1-2
0155	Nadia 7-9
0325	(125 Min TBA repeat)
0530	UY 3 episodes
0700	Famous Detective Holmes (2 episodes)
0800	Ranma 1/2 1-3
0930	Lodoss War 5-6
1030	Nadia 10-12
1200	Gunbuster episodes 1-4 (US Renditions)
1400	Bubbegum Crisis 2-3 (AnimEigo)
1515	Maison Ikkoku (1,3,4)
1645	Nadia 13-15
1815	Gundam 0083 1-3
1950	ADP File 3
2025	Dominion 3-4
2225	Nadia 16-18
2355	UY (2 episodes)

Track 3

0100 Karura
0225 Ranma 1/2
0310 (35 min TBA)
0415 Gunhead
0600 Project A-Ko 2
0655 Jumping
0900 Gall Force Earth Chapter 1
0950 Heart on Fire (2)
1045 Gundam 0080 4-6
1220 Yotoden
1425 Gall Force 2
1515 Gall Force 3
1620 Ranma 1/2 Ice Skating episodes (3)
1750 Grave of the Fireflies
1920 Rebroadcast block 1
2120 Rebroadcast block 2
2320 Rebroadcast block 3

Sunday, September 1st

Track 1

0015 Gokuu 1-2
0200 UY #2: Beautiful Dreamer
0345 Iczer One Special Compilation
0530 Dirty Pair Project Eden
0655 Area 88 Acts 2-3
0825 Kimagure Orange Road Final Movie
0940 Project A-Ko Final
1045 Nausicaa
1245 To-y
1345 Queen Millenia (Sennen Jo)
1550 Riding Bean
1640 Crusher Joe OAV 2
1745 Char's Counterattack
1950 Laputa
2200 Outlanders
2255 Earthian 1
2345 Vampire Princess Miyu 4

Track 2

0055 Ranma 1/2 7-9
0225 Kimagure Orange Road (3 Episodes)
0355 (125 min TBA repeat)
0600 Ranma 1/2 10-12
0730 Famous Detective Holmes (2 episodes)
0830 Nadia 19-21
1000 Lodoss War 7-8
1100 Bubblegum Crisis 5-6
1230 Maison Ikkoku (Yagami series)
1430 Nadia 22-24
1600 Dangaioh 1-2 (US Renditions)
1730 Gundam 0083 4-6 (Tentative)
1900 Nadia 25-27
2030 Bubblegum Crisis 7-8
2210 Ranma 1/2 13-16

Track 3

0120 Hakkenden 1-2
0225 Ten Little Gall Force
0300 SD Gundam Mark II (both)
0405 Iczer III 1-3
0540 Cyber City Oedo
0620 ADP Files 1-2
0725 Hurricane Live 2032
0800 Kujakuo 1
0900 Angel Cop 1-3
1035 Project A-Ko 3: Cinderella Rhapsody
1135 Gunbuster 5-6
1240 Bubblegum Crisis 4: Revenge Road
1315 Sol Bianca 2
1400 TBA
1900 Rebroadcast block 1
2100 Rebroadcast block 2
2300 Rebroadcast block 3

Monday, September 2nd

Track 1

0020 Earthian 2
0205 Laughing Target
0300 Fire Tripper
0355 Vampire Hunter D
0520 Dream Hunter REM: The Knights Around Her Bed
0610 Arion
0815 Carol
0920 Crusher Joe movie
1140 Madox - 01
1235 Etranger
1410 Dirty Pair: Conspiracy of Flight 005
1515 Dragon's Heaven
1605 Lupin III: Le Chateau de Cagliostro
1750 END

Track 2

0010 Cat's Eye (4 episodes)
0210 Nadia 28-30
0340 Dirty Pair (3 episodes)
0510 Nadia 31-33
0640 Lodoss War 9-10
0740 Urusei Yatsura (2 episodes)
0840 Dangaioh 3 (US Renditions)
0925 Riding Bean (AnimEigo)
1010 Nadia 34-36
1140 Hurricane Live 2032
1210 (120 min TBA)
1410 Utsunomiko
1540 Nadia 37-39
1710 (TBA)
1740 Maison Ikkoku episode 96
1810 END

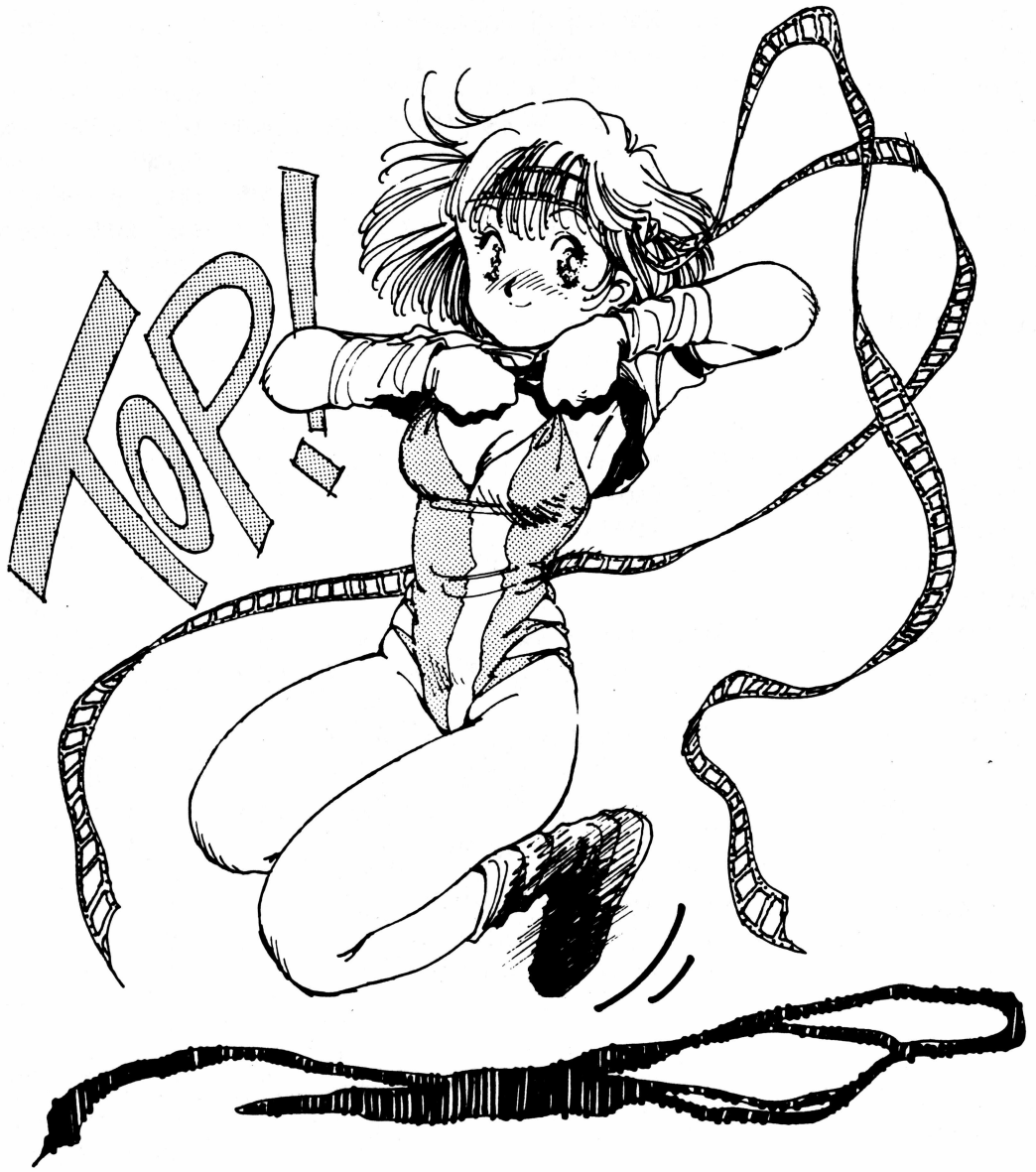
Track 3

0100 (To be scheduled with more OAV's and movies as they become available.)
1800 END

Film Programming

The 16 mm Film Program will be held in the Donner Pass room (Next to the Dealers' Room) and will feature theatre-style seating for 250 fans, and a full-scale sound system. As we go to press, the schedule for showings in the 16 mm Film Program are still being finalized, but the confirmed titles include: Gunbuster I and II, Project A-Ko 1, 2, and 3, and Dominion. Gainax has graciously agreed to tentatively provide us with 16 mm prints of Macross: Flashback 2012, episodes of Bubblegum Crisis, Riding Bean, and Gundam 0080. If possible, updated schedule listings will be provided for publication in the daily newsletter, AnimeConnections.

We will be using two projectors to allow our projectionists to do professional-style changeovers, so you can watch your anime uninterrupted by reel changes. The AnimeCon film room is scheduled to be open 24 hours a day, all four days of the convention, with frequent repeats. The 16mm Film Room is not a sleeping room, so please don't get us in trouble by camping in here. Otherwise, enjoy the films, and have a reel good time. (ugh).



Hideaki Anno

Hideaki Anno was born on the twenty-fifth of May, 1960. He drew the original character designs for the feature film, "Nausica, the Valley of the Wind", and for the feature "Space Fortress Macross". Mr. Anno is also the art director for "Royal Space Force/ Wings of Oneamis", and his other work includes being the director for both of the animated features,"Aim for the Top Gunbuster" and "Nadia: The Mysterious Sea." This is his third trip to the United States of America, and he looks forward to meeting his fans here at AnimeCon.



Johji Manabe

Johji Manabe was born on December 18, 1964, and is the yougest of our GoHs. His first published work was in 1984 ,"Vacuum Sea Lane V-2" ,published by Hakusen-sha. The following year, "Outlanders" was published, and he became a popular comic writer. His other works are "Caravan Kid, Capricorn and Rai".

Mr. Manabe is currently president of Studio Katsu-don. He claims he is getting heat from others for pursuing adult-oriented comics (Do-jin-shi), and he is always on the lookout for an assistant who looks like Kei-chan. In a letter to the staff of AnimeCon, Mr. Manabe writes: "...To be honest, I was surprised at the speed in which Japanese comics are being accepted in America (considering the cultural differences between American and Japanese comics). On the other hand, maybe I shouldn't be, because American comics like Superman and Batman are very popular in Japan. I know there is friction going on between America and Japan on trades, but let's leave that to the politicians and we'll have fun on comics." Sounds good to us.



Leiji Matsumoto

Leiji Matsumoto was born in 1938 at Kuruma City, Fukuoka Prefecture. He started drawing comics at age 8, and he was the winner of first annual Manga Shonen's contest for rookie comic writer in 1953. The winning title : "The Adventure of Honey Bee". After graduating from high school, he moved to Bunkyo-ku, Hon-go area of Tokyo. Mr. Matsumoto published his first SF comic "Sexaroid" in April 1973 and thereafter published numerous titles in Boy's Comic magazine. He released his first animated film "Space Battlecruiser Yamato" in 1977. His other major animated films are "Arriveduci Yamato", "Galaxy Express 999", "Be Forever Yamato", "Adieu Galaxy Express", "Queen Millentium", "My Youth in Arcadia", "Space Battlecruiser Yamato: Final Chapter". Mr. Matsumoto is the executive administrator of Japan's Space Boy's Group.



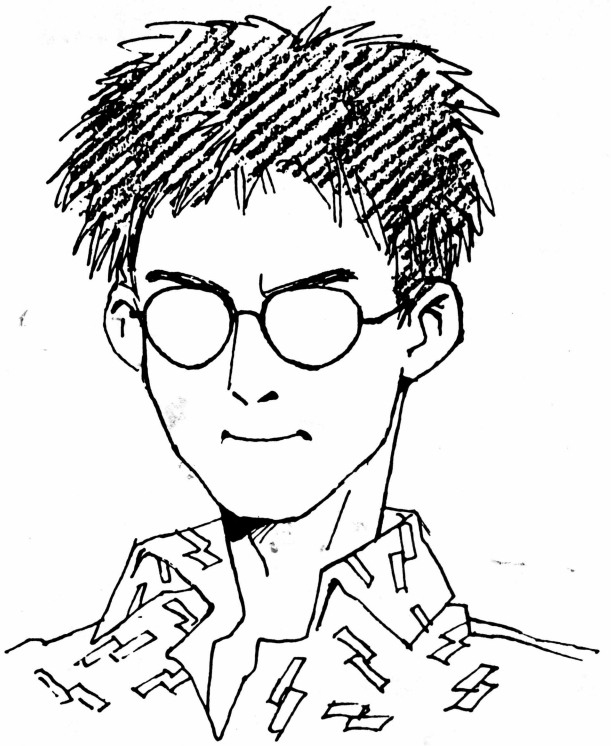
Haruhiko Mikimoto

Haruhiko Mikimoto first discovered anime while in school, and joined the Keio University Animation Study Group.He did the illustration work for Gundam fanzine "Gunsight".Mr. Mikimoto also did the illustration work for "White Base Live" (published by Minori-Sho-bo) for his professional debut. He created his first animation character in the TV series "Techno Voyager". and introduced the character that later became Misa Hayase. Mr. Mikimoto was also the character designer for TV series "Space Fortress Macross". Mikimoto became firmly established with this series. He is also known for his work on the theatre version of "Macross, Do You Remember Love?" He was also the special character designer (Eve Tokimatsuri) for original video animation "Megazone 23".

Mikimoto-san also did the character design for "Mobile Suit Gundam: The War in the Pocket". He is currently an animation company character designer.



Yoshiyuki Sadamoto



Yoshiyuki Sadamoto was born on January 29th, 1962. He is currently employed at Gainax. Mr. Sadamoto was the character designer for Robot Carnival's "Meiji Mechanical Civilization Story". As the character designer and one of the creators of the absorbing anime feature film Wings of Oneamise, he received a great deal of critical acclaim. He was also the art director for Aim for the Top Gunbuster, and was also involved in its layout and design. Mr. Sadamoto has been involved in the Japanese animation industry for six years, and one of the highlights has been his most recent work as the character designer and Art Director for the NHK TV series, Nadia of the Mysterious Seas. It has been one of the most popular shows on Japanese television. He is pleased to be able to attend AnimeCon '91, and he "...[wants] to introduce all of us to the wonderful world of animation, and at the same time enjoy it together." Mr Sadamoto is also the cover artist of the Anime Reference Guide.

Kenichi Sonoda



Currently the chief anime character designer for Studio Youmex, Kenichi Sonoda began his career as a model publications illustrator. Fans are most familiar with his character design work for the Gall Force and Bubblegum Crisis OAV series, and the Wanna Be's and Riding Bean OAVs (the latter of which is available as a subtitled video from AnimEigo). In a letter to the staff of AnimeCon, Mr. Sonoda writes: "Lately I've been feeling stressed out... [but] at the thought of going to America again, the stress went away." Let's see what he says after his four-hour autograph session.

L. Lois Buhalis

A childhood spent watching Gozilla movies and Japanese animation seems to have warped her young mind. Lately, she's been professionally attached to Masamune Shirow, counting Appleseed and Black Magic among her credits. Other Studio Proteus books include Dirty Pair and What's Michael. One of the most prolific of manga letterer / retouch artists, Lois laments the lack of time to practice her Kanji.



Colleen Doran

Ms. Doran pencilled the comic book adaptation of Walt Disney Studios upcoming animated musical, Beauty and the Beast. She painted the recently releasted graphic novel The Master of Rampling Gate by Anne Rice, New York Times best-selling author of The Vampire Lestat. She is also working on a Winter Olympics benefit comic which will feature Spiderman, Captain America, and the She-Hulk. She continues to write, and illustrate A Distant Soil and can be seen in future issues of Clive Barker's Hellraiser.

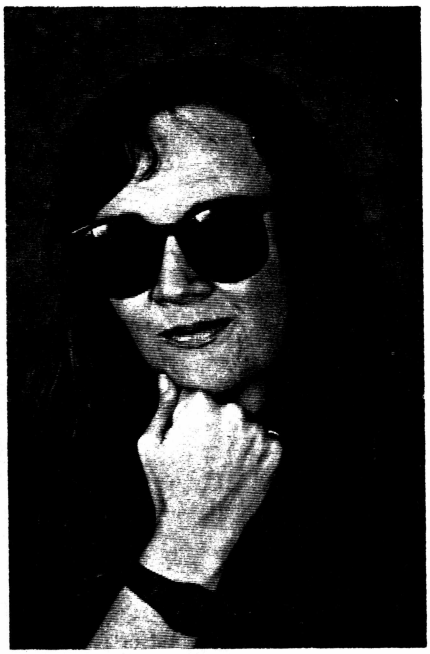
Colleen has worked as a penciller, inker, painter, colorist, and writer. She is the owner of Aria Press. In 1989, she was chosen to receive a grant to study American popular culture with representatives from around the world. The tour included a visit with Mort Walker, creator of Beetle Bailey, Pulitzer Prize winning cartoonist Doug Merlette, as well as a visit to the Festival of Cartoon Art at Ohio State University, where speakers included Bill Watterson of Calvin and Hobbes, and Mad cartoonist Sergio Aragones.



Jo Duffy

As a writer, Jo is known for her work on Crystar, Star Wars, Willow, Fallen Angels, the final chapter of the Punisher: Circle of Blood limited series and trade paperback, as well as fill-in work on Batman, X-Factor, and Moon Knight. She is currently adapting the scripts of Katsuhiro Otomo's Akira into english for the Epic edition of the book.

Jo's upcoming projects include Souvenir, in A Distant Soil #2, illustrated by Colleen Doran; Teenage Tokyo, a graphic novel illustrated by Takashi Oguro and published by The Children's Museum of Boston in cooperation with Kodansha Books; and Nestrobber, an action-adventure series drawn by Maya Sakamoto, premiering in Dark Horse Presents in early 1992.



A D D I T I O N A L G U E S T S

Geoff Everts

Geoff Everts has been a tremendous fan of anime for a long time, and at one point in the early 80's, he was a member of three separate anime clubs at the same time. He has worked on a lot of animated commercials, as well as music videos (Most recognizable music video: Paula Abdul, "Opposites Attract"). Geoff has worked on some limited animation for television, including Super Mario Brothers, Alf Tales, and of course, The Simpsons.

Geoff is currently employed at Baer Animation Studios, which was the L.A. unit responsible for the "Toontown" sequence in the film "Who Framed Roger Rabbit".

Lea Hernandez

Lea Hernandez is best known for defiling the works of Kia Asamiya (as the colorist of *Silent Mobius* and *Gunhed*) . She was also nuts enough to letter nearly 1,000 pages of manga (*Gunhed, Lum, Pineapple Army, Appleseed*). (But not all at once.) She is currently the inker for Disney Comics' *The Little Mermaid*, and is the writer/artist of the upcoming Eclipse Comics series *Cathedral Child*.

And if that wasn't enough, she's also the co-sysop of the GEnie Japanimation Online BBS. She did a nice self-portrait because she didn't know Adam Warren was going to do one of himself with a hole in his head. Darn.

Kazuhiko Inomata

Mr. Inomata was born in 1959. He graduated from Tokyo's prestigious Meiji University with a degree in Political Economics in 1982. He subsequently spent two years in advanced studies at the Broadcast Production Arts Department of the Japan Institute of Electronics, where he focused on television drama.

In 1984, Mr. Inomata joined japan's government broadcaster, NHK, as a production assistant, before joining the founding staff of Toshiba Video Software Corporation, where he is now active as a producer within the video production group.

Mr. Inomata's animation work includes *Votoms, Dominion, Galion,* and *Prefectural Baseball Defense Team.*



Trish Ledoux

Trish Ledoux is a woman learning to enjoy writing about herself in the third person, a skill she's not certain her journalism instructor would approve of.

A freelance journalist, Trish is also the editor of Animag, currently the only English- language magazine solely devoted to Japanese animation. Her current projects include a subtitled version of "Appleseed", animated from the comic.

In addition to her writing, Trish is currently in her junior year at San Francisco State University, where she is pursuing a B.A. degree in both the Japanese language and English literature.



Carl Macek

In 1984, Carl Macek was hired by Harmony Gold to research their library of Japanese produced animation and try to create a new product for television syndication. The result was Robotech, which combined animation from three completely different Japanese series into a single storyline.

In 1989, Macek, along with Jerry Beck, formed Streamline Pictures. Some of Streamline's releases include Akira, Robot Carnival, and Lensman.



Ken Macklin

Ken Macklin abandoned a promising career sweeping parking-lots to pursue art and cartooning. Ken has displayed and sold original paintings and prints at many sci-fi and fantasy conventions in the past decade but hasn't done much stuff for shows recently. "I've got some junk piling up in my flat files now," says Ken. He has written and rendered some comics, notably *Dr Watchstop* and *Contractors*, for Eclipse Comics.

As co-creator of the *Weasel Patrol* comic, Ken also co-authored a proposed series bible when the W.P. was optioned in 1990 for a proposed animated series. Ken is currently working at LucasArts doing art and design for computer games in addition to other occasional freelance design work. His hobbies include motorcycling and organic gardening.



John O'Donnell

John O'Donnell was born in Cleveland, Ohio. He moved to Seoul, South Korea in 1966, due to his father's entrance into the Peace Corps. He graduated from Seoul Foreign School (high school) graduating valedictorian in 1970. He attended Yale College, graduating Magna Cum Laude in 1974, majoring in Japanese Studies with a concentration in International Economics, and he spent one year after graduation. He graduated Harvard Business School in 1977, with specializations in International Marketing and International Finance. After joining the Sony Corporation, John conceived the idea of Video 45's which resulted in recognition of Sony as creator of the video music segment of the pre-recorded software industry.

John O'Donnell is the founder of Venture Group International, Inc., a company devoted to developing and expanding business relations between America and Japan, with an emphasis on hi-technology and software industries, and addressing problems of exporting to Japan.

John speaks fluent Japanese and was selected by Billboard magazine as one of the top 90 executives "who will make it happen" in the 90's. He is a former Term member of Coucil on Foreign Relations, and he has done charity work as a member of the Management Council of Vision.

Tom Orzechowski

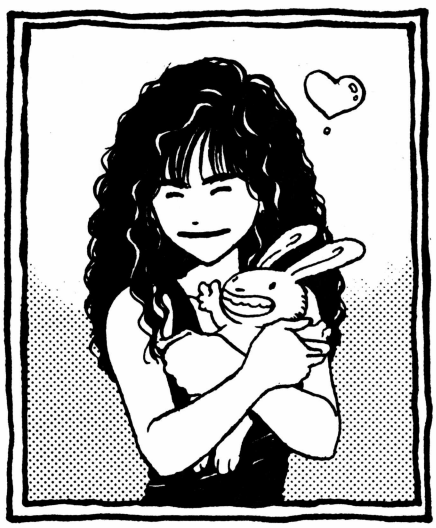
Tom, a Marvel Mutant Deadline veteran, brings years of experience to his books for Studio Proteus. His lettering and art retouching have appeared in *Dirty Pair, Dominion, Lost Continent, Nausicaa,* and *Venus Wars.* As SP's Creative Director, he's also designed a number of series logos. Tom lives in San Francisco and collects Japanese TV commercials.



Tomoko Saito

Tomoko Saito (aka Asuka Rei) is a Japanese artist and heavy metal fan. She has drawn SF stories for several magazines in Japan, as well as producing numerous four-panel humor strips for various publications. Her illustration work has included tip books for Nintendo games, covers and interiors for SF books (including translated Marion Zimmer Bradley novels), plus countless spot illos for magazines such as Playboy (Japanese version). She has written and drawn two popular stories for the Bandai comic magazine *Ariel,* plus a short story with Toren Smith for the benefit comic *The True North II.* She also did the cover for *Outlanders #17.*

Tomoko also contributes regularly to semi-pro heavy metal magazines and fanzines, where her work is highly regarded. Her favorite group is Queensryche. She also likes Faith No More, La Cumbre burritos, and Calvin and Hobbes. She is married to Toren Smith.



Frederik L. Schodt

Frederik L. Schodt is the author of *Manga! Manga! The World of Japanese Comics* (Kodansha International, 1983) and *Inside the Robot Kingdom: Japan Mechatronics and the Coming Robotopia* (Kodansha International, 1987)

He is also the translator of Keiji Nazakawa's *Barefoot Gen Vol 2* (Project Gen, 1978), Riyoko Ikeda's *The Rose of Versailles Vols 1-2* (Sanyusha 1983), Osamu Tezuka's *Crime and Punishment* (Japan Times 1990), and Yoshiuki Tomino's novels, *The Gundam Mobile Suit Vols 1-3* (Del Rey, 1990-91).

Frederik is currently writing a monthly column on Japanese comics for the Mainichi Daily News, working on an update for *Manga! Manga!*, and co-authoring a book with Leonard Koren titled *Eccentric Japanese Comics* for Pantheon Books.



Toren Smith

Toren is an expatriate Canadian who has been involved with Japanese animation and comics since 1983. He spent several years in Japan, and wrote articles for numerous animation and science fiction magazines while there, as well as appearing as both an actor and a voice actor in several productions. Toren has had the dubious honor of having a Japanese animation character named after him, although the character did not make it to the end of the episode alive.

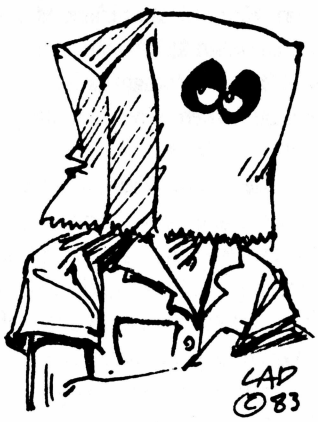
His company, Studio Proteus, is currently producing the translated Japanese manga *Appleseed, Outlanders, What's Michael?, 3 x 3 Eyes,* and the Venus Wars. Coming soon are *Raika, Orion, Caravan Kidd,* and others. He is also co-writing the hit *Dirty Pair* series with artist Adam Warren. His column on computer games appears monthly in the Japanese computer magazine, PopCom.

Toren is a member of SFWA, and currently lives in San Francisco. In his spare time, he wrestles alligators, spies for Canada, and dreams of moving to Ireland, where writers don't have to pay taxes. He is married to Tomoko Saito.



Rick Sternbach

Currently the illustrator and technical consultant for *Star Trek: The Next Generation,* Rick was previously known for his sf book cover paintings and illustrations. This body of work has so far earned him one Emmy and two Hugo awards. Rick's passion for anime has shown up in the form of several in-jokes, scattered throughout *ST:TNG* episodes.



A D D I T I O N A L G U E S T S

Adam Warren

Adam Warren, the writer/artist (with Toren Smith) on the English-language comic edition of the Dirty Pair, is notorious for his status as a mimetic poly-influence pseudo-mangaka (or "liquid metal cartoonist"). Originally hailing from New Hampshire, the "Live Free Or Die, Punk" state, he currently abides in California squalor, amidst a vast pile of 1/4 scale soft vinyl Dirty Pair model kits. A semi-reformed anime fan as well as critic-labelled "Manga ripoff maggot", Adam has recently enrolled in a twelve-step program in order to stop referring to himself in the third person.



Robert Woodhead

As the programmer who wrote Wizardry, Robert Woodhead is considered one of the founding fathers of the video game revolution. His further success with programs such as Virex, and the popularity of his computer games (they're widely known in Japan) has allowed him to pursue his interest in Japanese animation. He founded his own company, AnimEigo, and his first subtitled video, Madox 01, was one of the first subtitled video releases in the U.S.

This was followed by a string of popular releases, which included Kenichi Sonoda's Riding Bean, and will feature Bubblegum Crisis, which is being premiered at AnimeCon.

Errata

Due to family commitments and an uncertain work schedule, Toshio Okada will not be attending AnimeCon '91. Mr. Okada deeply regrets that he is unable to attend, and he sends a special thank you to all of the fans who have come to the convention.

The staff of AnimeCon '91 would like to take this time to apologize profusely to everybody whose name was spelled incorrectly in either of the progress reports. In PR1, we incorrectly listed one of our Guests of Honor as "Johij Manbe". The correct spelling is of course, "Johji Manabe". This was corrected in PR2, but alas, we spelled the name of one of our guests wrong in both of the Progress Reports. We give Geoff Everts permission to give us a boot to the head. Sorry, Geoff.

In the Anime Reference Guide, Kenichi Sonoda was sometimes referred to as Kenichi Sonata. We know darn well he isn't a car, and now you do, too. Again, sorry for the error.

Toshifumi Yoshida

Toshi is a San Francisco-based translator who, truth be told, has been translating all of his life.

Born in Japan, educated mainly in America, Toshi has served as translator and intermediary for his non-English speaking family since they moved to the West Coast in 1976 (and they STILL don't speak English).

Toshi is currently translating for the Japanese animation magazine *Animag*. HIs work has allowed him to meet some of the most famous animators in Japan, including Haruhiko Mikimoto, Leiji Matsumoto, and Mamoru Nagano (Toshi was interpreter for BayCon's Anime Guest of Honor in 1989).

In addition to his regular duties, Toshi spends the remainder of his time trying to improve his translating skills at San Francisco State University, and reading the nine different manga he imports from Japan every month "just to keep up" as he puts it. Toshi's most recent project is a subtitled version of Masamune Shirow's *"Appleseed"*, animated from the popular science fiction comic, forthcoming later this year from U.S. Renditions.

Also Starring ...

The following people are guests of AnimeCon, but their biographical information got eaten by our computer. Go buy these guys a drink and ask them what they do.

Martin G. Cameron

Michael McLaughlin

Jeff Thompson

C R E D I T S & C O P Y R I G H T S

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Vice Chairmen Mike Tatsugawa, Ken Tsai

Administrative Coordinator
Brin-Marie Landerman

Always There When Called Upon to Get the Job Done James Matsuzaki

Clerical Services Terry Yeung

Financial Services
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Cyndi June

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Logistics & Transportation Eric Larson

Roadies Matt Schafirt (We got it right!)

Volunteer Coordinator Robert Loo

Information Services Ken Tsai

Information Booth
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Marketing & Public Relations
John McLaughlin, Nick Chinn,
Mike Tatsugawa

Press Liaison Chris Keller

Publicity & Research Peter Wong

Mascots Pipkin & Bear

And the rest of the Crew:
Steve Andersen, Daryl Bartley, L. Lois Buhalis, Martin G. Cameron, Craig Carter, Ching-Fei Chang, Mike Ellis, Shu Fujii, Glenn "Mr. B" Gorsuch, Shon Howell, Galen Jang, Yoshimi Kanda, Kotaro Kimotsuki, Bill Kogura, Toshio Okada, Nathan Ramella, Leslie Mirai Schauf, Toren Smith, Rick Sternbach, Michael Ward, Simeon Zohn, and the odd dozen we forgot to name this time around. We know you're out there, and we luvs ya.

Art Credits

Cover	Leiji Matsumoto
1	Leiji Matsumoto
5	L. Lois Buhalis
8	James Takahashi
9	Kenichi Sonoda
10	Johji Manabe
13	Leiji Matsumoto
14	Johji Manabe
16	Yoshiyuki Sadamoto
17	Leiji Matsumoto
18	Haruhiko Mikimoto
19	Leiji Matsumoto
22	Haruhiko Mikimoto
23	Hideaki Anno
24	Leiji Matsumoto
24	Haruhiko Mikimoto
25	Yoshiyuki Sadamoto
25	Kenichi Sonoda
26	L. Lois Buhalis
27	Lea Hernandez
28	Johji Manabe
28	Ken Macklin
29	Cindy Martin
29	Tomoko Saito
30	Panasonic Industrial Robot
30	Tomoko Saito
30	Lela Dowling
31	Adam Warren

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